1.   **(Proposed amended)**   A method comprising:

operating, on a computing device comprising an electronic display, a computer game inventory management system to manage display of a game inventory of a plurality of virtual items acquired during computer game play on the computing device as a function of computer-executable instructions that configure ~~configuring~~ a processor to perform operations comprising steps of:

indicating to a game player, on the electronic display during computer game play, the plurality of computer generated virtual objects in a graphical scene describer of a game display, the graphical scene describer ~~illustrating~~ used to illustrate a computer generated representation of the game player that is interacting with one or more characters within a virtual world in the computer game play, wherein the plurality of virtual objects are configured in the computer game play:

to be obtained as possessions by the computer generated representation of the game player; and

to comprise one or more attributes;

collecting, in the graphical scene describer of the game display, the plurality of virtual objects using the computer generated representation of the game player;

indicating, on the game display, at least a portion of the collected plurality of virtual objects as being possessed with the computer generated representation of the game player;

~~filtering, in the computer game, the collected plurality of virtual objects based on their respective attributes that are assigned during play of the computer game play, the filtering comprising filtering the collected plurality of virtual objects based on one or more filters;~~

displaying, on the game display, an inventory management describer in addition to the graphical scene describer of the game display, the inventory management describer comprising:

one or more filter icons that represent ~~representing the~~ one or more filters; and

an inventory display that is used to display ~~for displaying~~ the plurality of virtual objects;

receiving, in the computer game play, an input via an input device from the game player, the input used to activate ~~for activating~~ a filter of the one or more filters, the activation ~~activating~~ comprising selecting, in the inventory management describer, a filter icon that represents ~~representing~~ the filter;

filtering, upon receiving the input from the game play to activate the filter, the collected plurality of virtual objects based on their respective attributes that are assigned during the computer game play, the filtering comprising filtering the collected plurality of virtual objects that match the filter that is activated by the game player; and

displaying, upon activation ~~the activating~~ of the filter, a <u>filtered</u> portion of the <u>collected</u> plurality of virtual objects in the inventory display, <u>wherein</u> each of the <u>filtered portion of the</u> plurality of virtual objects in the inventory display <u>includes</u> ~~including~~ at least an attribute that matches the filter,

wherein <u>display of</u> ~~the displaying~~ the <u>filtered</u> portion of the plurality of virtual objects based on the filter activated by the game player facilitates the game player determining which of the plurality of virtual objects to be disposed <u>of</u> or used in the computer game play as the computer generated representation of the game player interacts with the one or more characters in the virtual world in the graphical scene describer of the game display.

23. **(Proposed amended)** An electronic device including a game display comprising:

virtual item icons indicating a plurality of virtual objects collected ~~and hidden in a virtual bag~~ by a computer generated representation of a game player during play of a computer game, at least a portion of the plurality of virtual objects comprising attributes assigned during play of the computer game;

a graphical scene describer illustrating a computer generated representation of the game player interacting one or more characters within a virtual world in the play of the computer game<u>;</u> and

an inventory management describer comprising ~~, the inventory~~ ~~management describer including~~:

an inventory filter icon used to associate with ~~for selecting, by the~~ ~~game player,~~ a filter, wherein the filter is activated to filter the collected plurality of virtual objects that match the filter when the inventory filter icon is selected by the game player ~~an inventoried bag for display based on~~ ~~a filter represented by the inventory filter icon~~; and

a filter result ~~an inventoried bag~~ display used to display ~~for~~ ~~displaying~~, in response to activation of the filter ~~the selecting the~~ ~~inventoried bag~~, one or more filtered virtual item icons, each of the one or more filtered virtual item icons used to display the filtered plurality of ~~displayed virtual filtered item icon representing at least one of the plurality~~ ~~of collected and hidden~~ virtual objects that include ~~includes~~ the attributes that are assigned during play of the computer game and match ~~filtered~~ ~~based on~~ the filter associated with the inventory filter icon;

wherein display of ~~the displaying~~ the at least one of the filtered plurality of collected ~~and hidden~~ virtual objects in response to the filter facilitates the game player determining which of the plurality of collected ~~and hidden~~ virtual objects to be disposed of or used in the play of the computer ~~compute~~ game as the computer generated representation of the game player interacts with the one or more characters in the virtual world in the graphical scene describer of the game display.